

## CLAIMS

What is claimed is:

1. A gaming device for playing a game, comprising:  
a gaming apparatus configured for randomly generating an arrangement comprising a plurality of symbols selected from a preselected plurality of different symbols and associating a plurality of pay lines, each pay line comprising a plurality of designated symbol positions, with the randomly generated arrangement to determine a game outcome for each pay line; and  
a display device configured for displaying the randomly generated arrangement of symbols in a display comprising a plurality of mutually spaced apart symbol carriers, each perceptibly and individually rotatable about a separate axis substantially transverse to a plane of the display between an initial stationary position and a final stationary position, each symbol carrier bearing a plurality of symbols, the gaming apparatus configured to control perceived rotation of each of the symbol carriers to place, in the final stationary position, at least one symbol of each symbol carrier at a designated symbol position of at least one pay line of the plurality of pay lines.
2. The gaming device of claim 1, wherein the display device is configured to provide a substantially continuous display of all symbols of each symbol carrier between the initial stationary position and the final stationary position.
3. The gaming device of claim 1, wherein the gaming apparatus is configured to provide a display of the plurality of symbol carriers translationally moving as a group.
4. The gaming device of claim 3, wherein the translational movement of the plurality of symbol carriers comprises rotational movement about a central axis substantially transverse to the plane of the display.

5. The gaming device of claim 1, wherein the display device is either a video monitor or an electromechanical display.
6. The gaming device of claim 1, wherein the gaming apparatus is configured to enable alteration of position of at least one symbol on at least one symbol carrier of the plurality.
7. The gaming device of claim 6, wherein the gaming apparatus is configured to enable transposition of at least two symbols on at least one symbol carrier of the plurality.
8. The gaming device of claim 1, wherein the gaming apparatus is configured to enable player selection of at least one symbol for placement on at least one symbol carrier of the plurality.
9. The gaming device of claim 1, wherein the plurality of symbol carriers is divided into at least two groups, at least some pay lines are associated with one of the at least two groups and at least some other pay lines are associated with at least another of the at least two groups.
10. The gaming device of claim 1, wherein the plurality of symbol carriers is divided into a group of symbol carriers surrounding a centrally located symbol carrier, and at least some pay lines are associated with at least two symbol carriers of the group and the centrally located symbol carrier.
11. The gaming device of claim 10, wherein the gaming apparatus is configured to initiate perceptible rotation of the group of symbol carriers about the centrally located symbol carrier.
12. The gaming device of claim 1, wherein the plurality of symbol carriers is divided into at least two groups and at least some pay lines are associated with at least one symbol carrier of at least one of the at least two groups and at least one other symbol carrier of at least another group of the at least two groups.

13. The gaming device of claim 12, wherein the at least one group and the at least another group of the at least two groups of symbol carriers are each arranged at different radii from a central axis substantially transverse to the plane of the display, the gaming apparatus is configured for display of perceptible independent rotation of each of the at least two groups about the central axis, and at least some pay lines are linear and associated with at least one symbol carrier of the at least one group and at least another symbol carrier of the at least another group on the display upon cessation of rotation of the at least two groups of symbol carriers.

14. The gaming device of claim 1, wherein at least some pay lines of the plurality are nonlinear.

15. The gaming device of claim 14, wherein at least some of the nonlinear pay lines comprise geometric shapes.

16. A gaming device for playing a game, comprising:

a gaming apparatus configured for randomly generating an arrangement comprising a plurality of symbols selected from a preselected plurality of different symbols and associating a plurality of pay lines, each pay line comprising a plurality of designated symbol positions, with the randomly generated arrangement and determining a game outcome for each pay line; and

a display device configured for displaying the randomly generated arrangement of symbols in a display comprising a plurality of mutually spaced apart symbol carriers each bearing a plurality of symbols, each symbol carrier having associated therewith at least one indicator perceptibly and individually movable between symbols on the associated symbol carrier substantially in a plane of the display between an initial stationary indicator position and a final stationary indicator position, wherein the gaming apparatus is configured to control perceived movement of each of the indicators to place, in the final stationary indicator position, the at least one indicator associated with each symbol

carrier at a position to indicate a symbol for use at a designated symbol position of at least one pay line of the plurality of pay lines.

17. The gaming device of claim 16, wherein the plurality of symbols of each symbol carrier is arranged in a circle, and the gaming apparatus is configured to control perceptible rotational movement of the at least one indicator associated with each symbol carrier around the circle.

18. The gaming device of claim 16, wherein the plurality of symbols of each symbol carrier is mutually spaced, and the gaming apparatus is configured to control perceptible random movement of the at least one indicator associated with each symbol carrier between symbols thereof.

19. The gaming device of claim 1, wherein the plurality of symbols of each symbol carrier comprises a linear arrangement of symbols thereon and the gaming apparatus is configured to control perceptible linear movement of the at least one indicator associated with each symbol carrier between symbols thereof.

20. A gaming method, comprising:

randomly generating an arrangement comprising a plurality of symbols selected from a preselected plurality of different symbols and associating a plurality of pay lines, each pay line comprising a plurality of designated symbol positions, with the randomly generated arrangement and determining a game outcome for each pay line; and  
displaying the randomly generated arrangement of symbols in a display comprising a plurality of mutually spaced apart symbol carriers, each perceptibly and individually rotatable about a separate axis substantially transverse to a plane of the display between an initial stationary position and a final stationary position, each symbol carrier bearing a plurality of symbols; and

perceptibly rotating each of the symbol carriers to place, in the final stationary position, at least

one symbol of each symbol carrier at a designated symbol position of at least one pay line of the plurality of pay lines.

21. The gaming method of claim 20, further comprising providing a substantially continuous display of all symbols of each symbol carrier between the initial stationary position and the final stationary position.

22. The gaming method of claim 20, further comprising displaying the plurality of symbol carriers translationally moving as a group.

23. The gaming method of claim 22 further comprising providing translational movement of the plurality of symbol carriers as rotational movement about a central axis substantially transverse to the plane of the display.

24. The gaming method of claim 20, further comprising providing the display on a display device which comprises at least one of a video monitor and an electromechanical display.

25. The gaming method of claim 20, further comprising enabling alteration of a position of at least one symbol on at least one symbol carrier of the plurality prior to inception of play.

26. The gaming method of claim 25, further comprising enabling transposition of at least two symbols on at least one symbol carrier of the plurality prior to inception of play.

27. The gaming method of claim 20, further comprising enabling player selection of at least one symbol for placement on at least one symbol carrier of the plurality prior to inception of play.

28. The gaming method of claim 20, further comprising dividing the plurality of symbol carriers into at least two groups, associating at least some pay lines with one of the at least two groups and associating at least some other pay lines with at least another of the at least two groups.

29. The gaming method of claim 20, further comprising dividing the plurality of symbol carriers into a group of symbol carriers surrounding a centrally located symbol carrier and associating at least some pay lines with at least two symbol carriers of the group and the centrally located symbol carrier.

30. The gaming method of claim 29, further comprising initiating perceptible rotation of the group of symbol carriers about the centrally located symbol carrier.

31. The gaming method of claim 20, further comprising dividing the plurality of symbol carriers into at least two groups and associating at least some pay lines with at least one symbol carrier of at least one of the at least two groups and at least one other symbol carrier of at least another group of the at least two groups.

32. The gaming method of claim 31, further comprising arranging each of the at least one group and the at least another group of the at least two groups of symbol carriers at different radii from a central axis substantially transverse to the plane of the display and displaying perceptible independent rotation of each of the at least two groups about the central axis, and configuring at least some pay lines as linear and associated with at least one symbol carrier of the at least one group and at least another symbol carrier of the at least another group on the display upon cessation of rotation of the at least two groups.

33. The gaming method of claim 20, further including configuring at least some pay lines of the plurality as nonlinear.

34. The gaming method of claim 33, further including configuring at least some of the nonlinear pay lines as geometric shapes.

35. A gaming method, comprising:

randomly generating an arrangement comprising a plurality of symbols selected from a preselected plurality of different symbols and associating a plurality of pay lines, each pay line comprising a plurality of designated symbol positions, with the randomly generated arrangement and determining a game outcome for each pay line; and

displaying the randomly generated arrangement of symbols in a display comprising a plurality of mutually spaced apart symbol carriers, each bearing a plurality of symbols, each symbol carrier having associated therewith at least one indicator perceptibly and individually movable between symbols on the associated symbol carrier substantially transverse to a plane of the display between an initial stationary indicator position and a final stationary indicator position; and

controlling perceived movement of each of the indicators to place, in the final stationary indicator position, the at least one indicator associated with each symbol carrier at a position to indicate a symbol for use at a designated symbol position of at least one pay line of the plurality of pay lines.

36. The gaming method of claim 35, further comprising configuring the symbol carriers to each bear a plurality of symbols arranged in a circle and controlling perceptible rotational movement of the at least one indicator associated with each symbol carrier around the circle.

37. The gaming method of claim 35, further comprising configuring the symbol carriers to each bear a plurality of spaced symbols and controlling perceptible random movement of the at least one indicator associated with each symbol carrier between symbols thereof.

38. The gaming method of claim 35, further comprising configuring the symbol carriers to each bear a linear arrangement of symbols thereon and controlling perceptible linear movement of the at least one indicator associated with each symbol carrier between symbols thereof.

39. A gaming system, comprising:

a plurality of gaming devices for playing a game, each configured for randomly selecting a symbol from a plurality of available symbols;

at least one video display operably linked to the plurality of gaming devices for displaying each randomly selected symbol on an image of a symbol carrier associated with one gaming device of the plurality and bearing a plurality of symbols and for displaying perceptible movement of at least one of the symbol carrier and an associated indicator among the plurality of available symbols of the symbol carrier before the randomly selected symbol is indicated; and

a server operably linked to each gaming device of the plurality and configured for associating a plurality of pay lines, each pay line associated with at least some gaming devices of the plurality by symbol carriers respectively associated therewith, and determining game outcomes on each pay line of the plurality in accordance with identities of the randomly selected symbols.

40. A gaming system, comprising:

a plurality of gaming devices for playing a game;

a server operably linked to each gaming device of the plurality and configured for randomly selecting a symbol from a plurality of available symbols in association with each gaming device of the plurality; and

at least one video display operably linked to the server for displaying each randomly selected symbol on an image of a symbol carrier associated with one gaming device of the plurality and bearing a plurality of symbols and for displaying perceptible movement of at least one of a symbol carrier and an associated indicator among the plurality of available symbols of each symbol carrier before the randomly selected symbol is indicated;



